

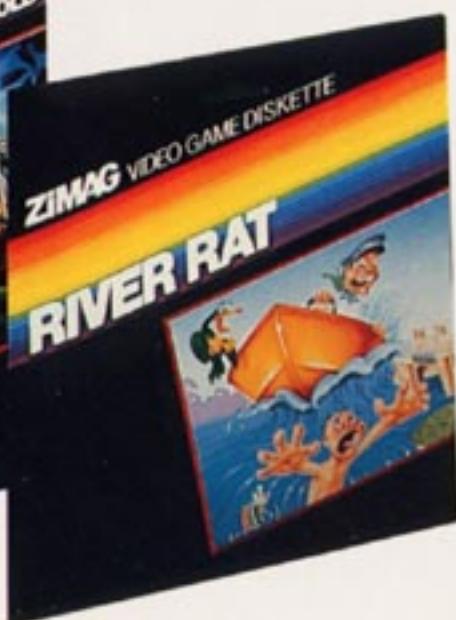
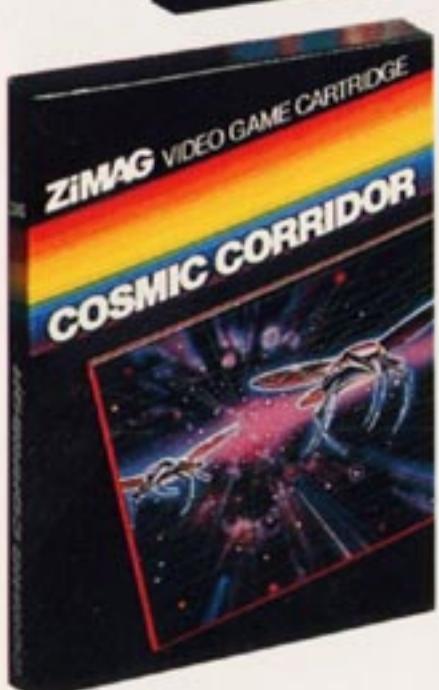
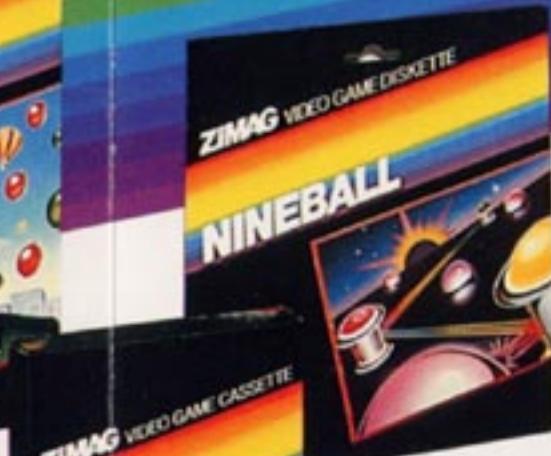
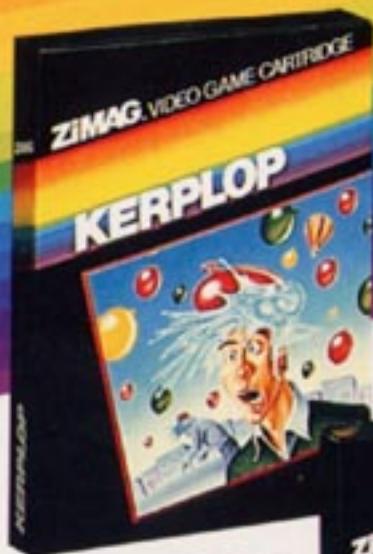
ZiMAG™

VIDEO GAME CATALOG



Action. Adventure. Fantasy.
We're ZiMAG—A new
vision in video game excite-
ment. Test your limits as
you explore with us to the
edges of the universe—
and beyond.

ZiMAG™ VIDEO GAMES





NINEBALL

There's pinball. There's pool. And now there's Nineball by ZiMAG. Challenge yourself to a uniquely demanding game that combines the accurate geometrics of pool with the random surprises of pinball. It's enough to drive you batty. Unless, of course, you get the Nineball.

TANKS BUT NO TANKS

As the lone defender of the last remaining outpost, you are under attack by an overwhelming force of mysterious phantom tanks that disappear and reappear at will, while destroying all that stands in their way. Your vital mission is no simple task—defend the outpost and destroy the enemy as they advance relentlessly through your defense mazes. Only brilliant strategy, perfectly executed can save you—and the free world.



KERPLOP

You wouldn't want to drop water balloons on poor, unsuspecting citizens, would you? You would? Then climb aboard Kerplop's mischievous hot air balloon, float high above the city and let 'em fly. Kerplop! Sorry, mister. Kerplop! Pardon me, lady. Isn't this fun? Funny, that cop you just hit doesn't seem to think so.



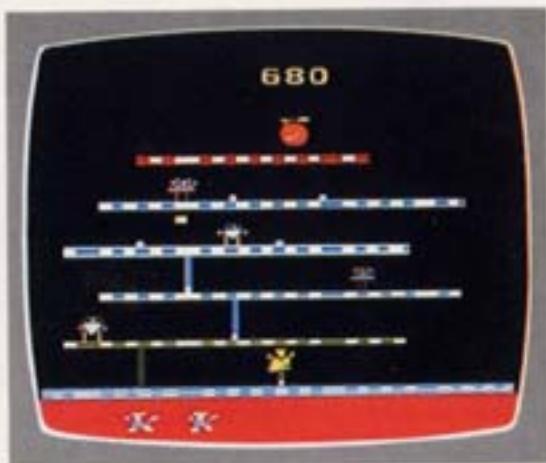
COSMIC CORRIDOR

The expression "Lost in Space" takes on new meaning when it happens to you. You're suspended in time—caught in hostile space between the edges of the galaxy where only your best star cruiser navigational skills can bring you home. And as if that's not bad enough, you are under constant attack from all sorts of space vermin, from alien monsters to rogue fighters. Keep your wits about you and your turbo lasers blasting and maybe you'll have a chance.



DISHASTER

There's nothing to it. All you have to do is keep a few plates spinning on top of some tall poles. And then a few more, and a few more, and a few more, and— you get the idea. This one takes some fancy footwork and, if it all starts crashing down, some lucky catches. Keep a broom handy, just in case.



I WANT MY MOMMY

Poor teddy. He's had a bad dream and now he wants his mommy. How about giving him a hand? Steer him toward the magical stardust ladders. Help him avoid the nasty dream demons who try to block his path. (Mom's sending special kisses to help him out too.) Now if the little guy can just make it up a couple of big mountains, he'll get a big bear hug. A game especially for children—but the graphics are anything but kid's stuff.



RIVER RAT

Race your speedboat (unlimited class, of course) up the river—but be sure to watch out for the rafts, ducks, swimmers and other wildlife. Open up the throttle as wide as you dare. And don't forget the ramps and the feeling of exhilaration that comes from soaring above the river and the spray in your face as you touch down. It's you against the stopwatch in this non-stop action water adventure. Pardon my wake.

COLLISION COURSE

It's you against dangerous mine fields and killer satellites. Your mission—to protect cargo ships loaded with precious gems as you escort them back home from a five year mining trip on the moons of Zeta III. Things will be a lot easier when—if—you get through this perilous section of the galaxy. You'll also have to contend with mysterious time beacons along the way. Can you believe your eyes as time itself seems to speed up and slow down?



PIZZA CHEF

Mama mia! It's dinner time at Mama Zabazoni's and the pizza chef just stomped off without so much as a "ciao." Uh-oh. There're a lot of hungry customers out there waiting to chow down. And they've only got so much time. Why not help Mama out and make a little dough? Here come the orders—tomato, cheese and onion. That's easy enough. Ham-onion-olive. The pace is picking up. Mushroom onioncheesehamolive—whoo! How are you going to keep your combinations from getting all mixed up?

QUEST FOR INCA GOLD

You can't say they didn't warn you. But the fabled golden Inca Sun God is worth the risk. Or is it? After a couple of close calls with booby traps, earthquakes and horrible beasties, you're not so sure. But you've already lost your map and your guide and, quite possibly, your sanity. So on you go. That's when you notice it—there doesn't seem to be any way out.



CAT-NAP

Oh no! Not again! Can you believe those cats are making all that racket? And just outside your window! If you are ever to get back to bed you have to take steps—now. But don't wake the dog—he makes more noise than the cats. Watch out for the police if it gets too noisy. A game of skill and chance that will leave you howling for more—after, of course, a good night's sleep.

SPRING '83

OUTPOST
MELTDOWN
MOVING DAY
CAR JOCKEY
TALLY HO
IMMIES AND AGGIES
CONRAD™
DINOGRAMS
CAKE BAKE
EVAC

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